

NEXT WAR SERIES ERRATA, CLARIFICATIONS, & OPTIONAL RULES

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NEXT WAR SERIES RULES (all errata/clarifications as of Next War: Poland, 2nd Edition)

ERRATA

Series Rules

- 27.9.3 – HQs can also be reconstituted in a friendly Holding Box.

CLARIFICATIONS

Series Rules

- 8.1.1.1 – The following Formations qualify as divisional:
 - Any formation in which the HQ is marked as a division, i.e., “XX”
 - USMC: Any number of USMC units may stack when they are not in their TF configuration
- 8.5.8 – Amphibiously Assaulting Land Areas - Although there are no retreats, per se, in Land Areas, if the assaulting units inflict an "R" result or eliminates the enemy units, then the enemy units are considered to have retreated off the beaches and the assaulting units may remain in the Land Area. Otherwise, they take the step loss and retreat to their AMPHs.

General

Player Aids – In general, use the latest Advanced Game Tables, Advanced SOP, Terrain Effects Charts, and Combat Results Table. Always use the game specific Standard Game Tables from whichever game you are playing.

Reinforcement Schedule: In some of the Strategic and Tactical Surprise Scenarios, there are Allied reinforcements scheduled to arrive in GT16. As this is the nominal end of the game, it can cause some confusion. Essentially, they exist in case players wish to continue playing (although things should be well decided by then). In any case, in either scenario, simply continue the arrival of Reinforcements by increasing a letter per Game Turn, i.e., GT17 would see the arrival of “Q,” etc.

US CVNs & Carrier Air Wings – Anytime a US CVN is placed on the map (or Naval/Strategic Display), a Carrier Air Wing arrives with it. In addition, air units from a CAW may not be used while a CV/CVN is in Port; players may wish to move them to the Flown Box as a reminder.

Range on the Naval/Strategic Display – When counting range for air units, in general, each At Sea Box and Land Area (exclusive of the one they occupy) counts as one area. The NWK Operational Map is considered to be part of both the Yellow Sea and Sea of Japan At Sea Boxes, i.e., Naval Air units in either At Sea Box (or Associated Inshore Box or All-sea hex) can fly missions in Korea, but not into the other At Sea Box unless their range allows it.

ERRATA

General

- Arrigo Velicogna should be listed in the credits under Research.

Game Specific Rules

- 2.2 – Under Non-Allied, add, “Exception: Map edge hexes in Laos are always friendly for Thai forces regardless of side.”
- 2.7 – Add 4708 to the list of hexes.
- 3.2.2.2 – The reconstitution cost for a PSDF unit is 1.
- (add) 3.4 “Marine” Units [8.5.8] All USMC and any Marine, Naval Infantry, or Amphibious units (see the Unit Type Identification Chart) are considered Marines and may conduct Amphibious Assaults and/or Sea Landings.
- (add) 6.1.4.5 Land Area Stacking: Both sides may stack together in the same Land Area. The Stacking Limit, per side, is three Stacking Points.
- (add) 6.1.4.6 Land Area Combat: When opposing sides occupy a Land Area (via Airmobile or Airborne Movement or Amphibious Assault), combat is conducted normally in each appropriate Combat Segment, except that Retreat results are ignored. Treat the terrain as Rough. Opposing units can co-exist in the Land Area until one side is eliminated or withdraws.
- (add) 6.1.4.7 Air Defense Fire: Use the ADF values of any one friendly Naval Unit in the associated Inshore Box when ADF is applicable. If none of the above applies, use Local ADF values.
- (add) 6.1.4.8 Land Area Control: To control a Land Area, a successful Clearing Operation [8.4.1] must be conducted. A Clearing Marker is randomly drawn and placed when the player’s forces are the sole occupiers of the Land Area. If the enemy subsequently places units in the Land Area, the Clearing Marker is removed. The Minimum Safe Stacking Point requirement is two (2).
- (add) 6.1.4.8.1 Effects of Land Area Control: When a Land Area is controlled by the enemy, entering its associated At Sea Box, Inshore Box, or All-Sea hexes is always considered a Contested Sea Movement and incurs an additional +1 DRM to the movement.
- (add) 6.1.4.9 Land Areas and Supply: Units in a Land Area are considered in supply if the associated Inshore Box is friendly controlled or Contested.
- (replace) 6.2.5 Strikes Against Installations in a Holding Box

[Advanced]

Installations and Airfields in a Holding Box (including SAM and Cruise Missile batteries) can be the target of Strikes and SOF Missions. They can receive Strike and Destroyed markers. These Installations are:

- in Rough Woods terrain for all purposes (Exception: 6.2.5.1.2 for National Holding Box Ports).
- within two hexes of an HQ unit for Detection and Air Defense Fire.
- for SOF Raids they are “occupied, but by less than a brigade” and generate a +1 Raid DRM.

The above refers to Airbases/Installations which have boxes for Strike/Destroyed markers, e.g., Thailand. For Strikes/Raids against Ports in Holding Boxes, i.e., those just showing icons use the following.

The Port icons in a “National” Holding Box represent a collection of such facilities. As such, they can be the targets of Strikes and SOF Raids and receive Strike markers. Consider them to be a notional Port. All nations except the PRC have only a single notional Port. Reduce Strike markers as appropriate during the Reorganization Phase. A Port in a National Holding Box is in Flat terrain for all purposes. For each Destroyed result, the appropriate Submarine Threat or ASW Level is reduced by one in the Reinforcement/Replacement Phase.

Exception: *The U.S. and Indian Ocean Holding Boxes cannot be attacked.*

- 8.1 – the reference to 17.3.2.6 should be 17.3.6.
- 8.3 – the two sentences following the bullet points should also be bullet points
- 8.3 & 8.3.1 – Philippine, Malaysian, and Indonesian naval units, and optionally Marines, begin, or enter, play in their home country Holding Box. Otherwise, follow the rules for International Reinforcements.
- 16.7.2 – the image for the PRC J-31 has incorrect values – the actual counter is correct

- Add New – 16.18 Additional US Bombers [Advanced; +14VP non-Allied] The Allied player may choose to include the additional B-1B and B-2A from the counter-mix to a scenario. Follow normal set up rules for that air unit type.
- Any scenario with SRV 2MR in it, add 1 unit to the count in the setup.
- 17.4.5.1 – Add 1 x Airmobile Point
- 17.5/17.6 – Add 3 x J-8 to the list of PRC air units in the setup instructions.
- 17.6 – Change 11 MEU to 31 MEU in the US setup instructions.
- 17.7 – Change 15 MEU to 31 MEU in the US setup instruction.

Advanced Play Aid

- Out of Supply Effects, 5th item should read “HQ/Artillery no combat capability recovery”

Master Allied Reinforcement Schedule

- Change the CW line under Standard Game in “D” to “1st Australian Div (all units), 2 Gurkha, 1 x SAG”
- Change the Commonwealth line under Advanced Game in “D” to “1 x F/A-18F, 1 x EA-18G, (1 x TYPH or CF-18) †” and should also include the 1st Australian Div HQ.
- The Commonwealth line under Advanced Game in “E” should say “F-35A”.
- The Commonwealth line under Advanced Game in “L” should say “F-35B”.

Counters

- There is no Philippines Cruise Missile marker. They only get 2, so rotate the counter 90° after the first shot and 180° after the second. We’ll include a counter in Supplement #3.
- There is an extra US F-16 in the counter-mix. Before setting up, randomly choose one and put it back in the box.
- There’s an extra USAF B-52 in the counter-mix. Burn it, throw it away, or use it. It’s your game. I don’t use it.
- There is also an unaccounted-for B-1B and B-2A. See above for an optional rule.

CLARIFICATIONS

Map

- Hex 1505, Yanshan, is Highland.

Game Specific Rules

- 2.3 – Use the underlying terrain for Strikes (but note the DRM for Jungle). Use the “any Jungle” row for SOF operations and combat.
- 3.2.2 – PSDF units in Garrison mode may not be placed in enemy occupied or enemy controlled hexes.

Strategic Display

- Indian Ocean and US Holding Boxes – Naval units in these boxes are not eligible targets, nor can they launch Strikes from those boxes.

NEXT WAR: POLAND

ERRATA

General

- The Developer (back of the box) is Ralph Shelton.
- USN and USMC reinforcements have been updated. See new NATO & US Setup and Reinforcement Play Aid in the Support Folder. Ignore the letter codes on USMC units.

Rules

- 1.1 – Only a single d10 is provided. Delete the sixth bullet's last line: "2 (identical) Advanced Game Player Aid cards"
- 5.6.4.1 – The last sentence is referring to clearing mines in the North Sea/Bornholm Basin connection.
- 6.2 - the first sentence in the third paragraph of 6.2 should read: "Enemy-controlled, Neutral (Gotland), or Contested Land Areas can..."
- 13.2 – Remove the last sentence in the first paragraph which references Series Rules 22.5.
- 13.6 & 7 – These sections should be marked "[Advanced Game]"
- 13.7.1 - An S-400 on the Operational Map also covers any Land Area adjacent to the Southern Baltic and/or Kaliningrad. (Note this applies to the table on the back of the rules as well.)
- 14.4 – When using Nuclear Weapons against Naval Units (i.e., in an At Sea/Inshore Box), the marker may be placed only on a single Point Detected Naval Unit. If it is "full yield", the Naval Unit is eliminated. Any other result has no effect. If a CVN is eliminated, remove a CAW at the end of the turn.
- 16.8 – Add Suduva to the list of areas which may be chosen in either the Standard or Advanced Game.
- 16.8 – The HQ may be placed in lieu or in addition to the three units.
- 17.1.1 – The reference to the Belarus Land Area should be 6.7.3 rather than 5.6.6
- 17.1.2 – Replace the Russian setup information with the following:
76 Gds [2 units], 7 AA [2 units], 98 Abn [2 units], 1 GT/WMD, **7GT/WMD**, 27/WMD, 79 Rocket Artillery/WMD, 25/6, 138/6, **200 Gds/6**, 238 Gds/6, **6 Army Artillery**, **6/20 Gds**, **9/20 Gds**, **5 Gds/20 Gds**, **20 Gds Army Artillery**, **2 Gds Division/20 Gds [2 units]**, **4 GT Division/20 Gds [2 units]**, 1 x Mi-24 in either the Russia or Belarus Land Areas.
- 17.1.3 – For Scenario Special Rule #7, the Air Point values are reversed. Switch the Allied and Non-Allied columns.
- 17.1.5 – The US and NATO Replacements are missing:
US Replacements: GT1 = 1/ GT2 = 2/ GT3 = 3/ GT4+ = 1
NATO Replacements: GT1 = 0/GT2-3 = 2/ GT4+ = 1
- 18.2.1 – Add an entry to Spain: 1 x Typhoon
- 18.2.3 – Change the MiG-31 entry to: 5 x MiG-31 (3x-1, 2x0)
- Advanced Game Scenarios – when setting up NATO air units, use the following to simulate surprise conditions:
 - Strategic Surprise - Baltic Air Policing; half of other US & Polish (Round up) in Ready; all others in Flown
 - Tactical Surprise - Baltic Air Policing and Polish in Ready; half of all others in Ready (round up); others in Flown
 - Extended Buildup - Baltic Air Policing; Polish, US, and half of all others in Ready (round up); others in Flown
 - In all cases, choose the aircraft randomly.

Player Aids

CRT

- Add "DE" to the list in the note for the "+1 for combined attacks by different nationalities"

STANDARD AND ADVANCED GAME TABLES

- For Sea Control, ignore the Poland Land Area for the Game Specific At Sea DRMs.

NATO & US SETUP AND REINFORCEMENT

- Add to 17.2.3.3 – If not otherwise specified, Naval unit reinforcements arrive in the North Sea.

Counters

- Refugees and Border Guards – The rules references are reversed on these counters. Border Guards should be 5.1 and Refugees should be 16.3.

Strategic Display

- The Exception below the Air Defense Track should read: “AAA may only be attacked by one Air Strike.” Ignore the reference to Cruise Missiles.

CLARIFICATIONS

Counters

- GSR 1.2.3, ROK F-35 replacements say *Next War: Taiwan*. While correct, they replace the ROK F-35s in *Next War: Korea*.
- We did not provide enough USN F-35C for all previous games. Two F-35C [-2] are missing. When playing, use the other replacement counters as necessary. The next game and/or Supplement will have them. Replace counters as follows:
 - NWK - 2 x B-1B, 6 x F-16D (2 x -2, 2 x -1, 2 x 0), 2 x F-35A (-2, -1), 3 x F-35C (2 x -2, 1 x -1), 1 x F-35B, 1 x CW JSF
 - NWT - 2 x B-1B, 6 x F-16D (2 x -2, 2 x -1, 2 x 0), 2 x F-35A (-2, -1), 3 x F-35C (2 x -2, 1 x -1), 1 x F-35B, 2 ROK F-35A (technically, these were for NWK), 1 x CW JSF
 - NWIP - 6 x F-16D (2 x -2, 2 x -1, 2 x 0), 2 x F-35A (-2, -1), 2 x F-35C (-2, -1), 1 x F-35B
- The IT Friuli airmobile unit is identified as a regiment (because it is the 66th Airmobile Infantry Regiment), however, it is a battalion in size. Treat it as a battalion in all respects.

Rules

- GSR 6.1.1 & 6.6 & 6.6.4 – Per 6.1.1, the Ports in Kaliningrad (and Poland) on the Strategic Display are representative of the actual Ports on the Operational Map. Control of them follows normal hex control rules. So, if at least one Port on the Op Map is functional (and controlled), the Port on the Strategic Display can be used for Sea Control. If the Allies take control of 3101, they control the Land Area. Unless the Allied player had already conducted Clearing Operations in the Ports on the Op Map, they would remain under non-Allied control, and the non-Allied player would be able to use the DRM on the Strategic Display. If the non-Allied player only had control of one of the Ports and the Allied player controlled the other (from a Clearing Operation), BOTH players could use the DRM on the Strategic Display (note that these would cancel each other out). If the Allied player controlled both Ports (via Clearing Operations), then the Allied player would get to use the DRM. And, yes, if the non-Allied player manages to get a unit into one of the Ports in Kaliningrad, it would automatically revert to non-Allied control (as normal because it's on the Op Map per Series Rule 8.4.1.6).
- 6.2 – Poland is not a “Land Area” for the purposes of the Airmobile Movement described in this rule. Always use the Strategic to Operational Transition (or vice versa) rules for Poland found in 6.7.1.
- 6.6 – Land Areas are also Contested when under a Clearing Marker.
- GSR 10.2 – NATO units may use hexes on the south edge of the map. Assume there's a friendly controlled Land Area there.
- GSR 13.7 S-400s – These rules affect the Advanced Game Air Defense Resolution Chart where applicable, i.e., Poland isn't a “friendly” country for Allied Airmobile or Air Transport, etc.
- GSR 16.8 – If the non-Allied player chooses this option, then these units should be set up prior to the Allied setup. In addition, in the Advanced Game, you may place the appropriate HQ with any of the units either as one of the three or in addition to them.
- GSR 16.12 Pre-Positioned Equipment – The ABCT which is chosen will, of course, reduce the number, by one, drawn randomly via the US Reinforcement Schedule.
- GSR 17.4 Strategic Surprise – 2 Gds Army HQ and 201st Division (HQ + 2 units) are At Start units. The 8 units marked “CMD” in the upper right are reinforcements.

General

- **Polish Reinforcements** – Those reinforcements listed as arriving by Airmobile Movement would trace from the southern map edge (and must trace from an Airbase/Airfield to the map edge and back).
- **Baltic Reinforcements** – If a unit is drawn, and the Flagged Land Area is enemy controlled, remove the counter from the game. No VP is scored for this. Draw again.

- **Attack Helicopter Rebasing from Lithuania** - Since Rebasing uses doubled range, any Attack Helicopter based in Vilnius or Aukstaitija to Rebase as if it were in Suduva, i.e., enter the Poland map on the corresponding Suduva edge having spent 7 MPs. For those based in Zemaitija, they may enter the north edge of the map having spent 7 MPs.
- **Subordination** – The Russian 41st and 58th Army HQs are army HQs. They are only subordinate to the GFMC HQ. Independent units (whit unit type) can trace to any HQ (even the 41st and 58th).
- **Amphibious Assaults into Land Areas** – When attempting such assaults into Land Areas, if the defenders incur a Retreat result or are eliminated, the assault force advances after combat into the Land Area. Otherwise, the assault force takes an extra step loss and returns to its AMPHs.

NEXT WAR: INDIA-PAKISTAN

ERRATA

Game Specific Rules (as of the March 2015 Living Rules)

- 3.6 Mountain Infantry – ignore bullet #1 – this has been superseded by showing movement on newer TECs
- 14.2.2 Ballistic Missile Allocation – Players should alternate non-Allied first, as per the SOP.

Counters

- The PRC J-31 air unit which is marked as a replacement for Next War: Taiwan should, instead, be used in this game. When playing NWT, use the J-31 counter from NWIP in that game.
- The Pakistani JF-17 with M range should be S range like the other two.

Player Aid Charts (changes only from current Living Rules Mar 2015 and Charts v2+)

Standard Game Tables

Ground Unit Bridge Destruction

- The results should be reversed. Rolls of 6 or less result in Destruction. Rolls of 7 or more are No Effect.

Advanced Game Tables

- Advanced Game Air Defense Resolution Chart on the back of the NWIP GSR is in error with respect to the “Attack Helicopter Strike or Combat Support/Airmobile Movement” line. Replace the “All” in the Location/Target area with “Inside Enemy country or within two hexes of an enemy unit”
- Advanced Detection Chart – add "+3: Weather is Storm" to the list of DRMs
- Advanced Game Air Defense Resolution Chart on the back of the NWIP GSR is in error with respect to the “Attack Helicopter Strike or Combat Support/Airmobile Movement” line. Replace the “All” in the Location/Target area with “Inside Enemy country or within two hexes of an enemy unit”

NEXT WAR: TAIWAN

ERRATA

Counters

- The PRC 2/121 Motorized Infantry Regt. has an "R" in the upper right hand corner which shouldn't be there. Functionally, this has no effect on play.

Map

- The Airbases in the PRC and Japan Holding Box are not Hardened. The icon is an error.

Game Specific Rules (as of the March 2015 Living Rules)

- 2.6 Port Restrictions – Both the PRC and the Allies can use the Northern Port of Keelung at all times.
- 5.2.2 At Sea Boxes – In addition to the Spratly Islands, always roll for the Taiwan Straits At Sea Box if it is Contested or Allied-controlled.
- 6.5.3.2 – The Sub Threat Level is increased when a removed AMPH is returned [6.5.1.3], or, if no AMPHs were removed, then it is increased when the Sea Transport Limit is increased.
- 10.4.2. – The MSU referenced here may also be created in a Port fulfilling the restrictions in 10.4.1.
- 10.5.1 PRC Isolation – As an exception to the normal Isolation rules, only roll for a PRC unit if it already has a marker on it, i.e., do not roll in the turn the marker is placed.
- ADD 10.5.3 US Isolation – As long as a US unit can trace to a friendly-controlled Eastern or Northern Port or Beachhead, it is not Isolated.
- 13.2.2 Air Unit Ranges – Add another exception: "The Malaysian air units may participate in Air Superiority. They may only Intercept or Escort in the Spratly Islands Sea Zone."
- 17.18 Naval Bombardment – Add "Naval units" to the exception.
- 18.1.3 – Add Ryukyu Islands to the list of Sea Areas which start Contested.
- 18.2.4 Updates
 - PRC Reinforcements – Ignore the Zhi-10 called for in GT8.
 - Allied Reinforcements – Add to GT8: 4 x Random Reserve brigades
 - Scenario Length is 16 Turns.
- 18.3.3.5.2 Philippines – there should be 4 x Marine infantry battalions (not 3).
- 18.3.6 Allied Reinforcements – Add to GT10: 4 x Random Reserve brigades

CLARIFICATIONS

Game Specific Rules

- 5.1.4 Land Areas and ZOCs – Combat units DO NOT exert a ZOC when occupying a Land Area.
- 6.5.1.3 – PRC Holding Box Port Destruction – In the event all PRC AMPHs have been converted, players will have to use some other method to record the reduction in Sea Transport. Also, if there are units embarked on the AMPH, they return to the PRC Holding Box.
- 6.5.3 – As they represent more than a single such Installation, the Airbase/Port targets in a Holding Box may be targeted more than once per Strike Phase (an exception to SR 23.4).
- 8.1.4.4 Indian Ocean Box Arrival – This roll is in addition to and after the roll made in 18.3.3.1 (The 2nd Korean War).
- 10.2 PRC Supply Depot Establishment – The PRC MSUs may also follow the normal rules for supply.
- 10.3 PRC Supply LOC – "non-Allied-controlled" in the last sentence should be read as "not Allied-Controlled"; PRC-Controlled or Contested means the Supply LOC is good.
- 13.2 Air Unit Ranges – The exception indicates the Taiwan Straits Inshore Box. This is intended to also allow such units to fly Air Superiority per 13.2.1.
- 17.1 – Games should always be played using this option.

- 18.3.3.5 Orders of Battle – add “1 x Airmobile Point” to each of Vietnam, Philippines, & Malaysia (note, this is stated in 18.1.3.4, but it’s probably clearer here).

General

- Mine Markers – when Mine Markers are called for during set up, the Allied player receives any combination of Mine Markers which equal the density specified. These are then deployed during initial setup.
- Sea Transport – Holding Boxes are considered to be “in” each Sea Zone bordering them for the purposes of using Sea Transport to move to a Beachhead.
- Airmobile Movement from Sea Zones - Within a Sea Zone (including the associated Inshore Box), you may use Airmobile Movement from an AMPH to any Land Area in the Sea Zone, e.g., if you're in the South China Sea, you can Airmobile to the Paracels. In the Taiwan Straits or Taiwan Straits Inshore Box, you can Airmobile on to the map from any edge (or to Penghu per the previous statement); start counting from the map edge using the same rules as from the PRC Holding Box, i.e., the edge of the map is 8, so 16 remaining.
- Optional Rules – Any and all optional rules, within reason, can be used in *Next War: Korea*, whether marked so or not unless they conflict with NWK rules
- Holding Boxes and Naval Movement – Holding Boxes are not At Sea Boxes. Entering a Holding Box via Naval Movement halts movement. You may not enter the Holding Box of a neutral nation. Holding Boxes are: Japan, PRC (China), Philippines, Malaysia, Vietnam, U.S., Indian Ocean. In addition, when leaving a Holding Box, unless otherwise specified in the GSR, you may only enter an adjacent At Sea Box. Note that, in the case of the Indian Ocean Holding Box, the only At Sea Box that can be entered is the Spratly Islands. A Holding Box should be treated as being within any Sea Zone to which it is adjacent for the purposes of Sea Transport.
- PRC Reinforcements – Whenever the reinforcement schedule for a particular schedule calls for “1 x division” that means any one division of the PRC player’s choice.
- When SSRs call for moving half of the available air units to the Flown Box, Carrier-based air units are exempt.
- Holding Boxes and SOF Raids – Apply the +2 DRM for being occupied by a brigade to all SOF Raids in a Holding Box.
- PRC Holding Box and Airborne Movement – Although not explicitly stated, the PRC can use Airborne Movement to conduct a Paratroop from the PRC Holding Box into any hex on the Taiwan Operational Map.
- PRC Airmobile movement – If the PRC does not control an Airbase/Airfield on the Operational Map, the only airmobile movement that may be made from the Operational Map is back to the PRC Holding Box.
- Indian Ocean and US Holding Boxes – Naval units in these boxes are not eligible targets, nor can they launch Strikes from those boxes.
- PRC Holding Box – This is considered to be Rough Woods for all purposes.

NEXT WAR: KOREA

1st EDITION ERRATA

Game Specific Rules

GSR 13.2.1 – Add “Air Defense Tracks” to the list of valid targets.

Player Aid Charts (changes only from current Living Rules Mar 2015 and Charts v2+)

Standard Game Tables

Combat Results Table

1. Column Shifts: Chemical Support does not directly provide column shifts. It reduces the Efficiency Rating of defending units.
2. Out of Supply and Isolation Effects: Round down (minimum of one), not up as the chart states.
3. Add “Marsh” to the 4th bullet of the Standard Combat Strength Modifiers section.
4. HQs no longer provide column shifts in the latest Series Rules. Ignore this modifier on the CRT.

Advanced Game Tables

Master Allied Reinforcement Chart

- “L” – The CW units should be 40 + 42, not 41 + 42.

1st EDITION CLARIFICATIONS

General

Drawing Air Units - Whenever drawing air units for set up or reinforcements, and there are differences in Pilot Ratings, draw randomly.

AWACs: When not playing a combined game, the AWACs Advantage marker can never move below 1 for the Allies.

ROK Attack Helicopters: New information has come to light. The ROK is not retiring their AH-1s in favor of the new AH-64s. They will operate both aircraft. Use both sets of attack helicopters for the ROK when setting up the game.

Game Specific Rules

GSR 2.2 The +1 MP cost is only for entering enemy DMZ hexes.

GSR 7.1.4 Reinforcing into a port in the DPRK and/or ROK wherein the In Shore Box is not friendly does count for a Contested Sea Movement DR. Units failing their DR, assuming they survive, are placed in Japan.

GSR 15.2 – Games should always be played using this option.

GSR 16.2.1.4 If the player fails the Arrival Die Roll, the entire row is delayed and arrives in the following turn. However, this pushes back the rest of the reinforcements as well which must still roll for arrival in their new turn of entry. In addition, take note of 2.5.1: a US Army unit which fails its initial Arrival DR and arrives in a turn in which Busan is not available is delayed another turn.

Player Aid Charts

Advanced Game Tables

Advanced Sequence of Play

1. Second Special Operations Forces Phase: The intent is that if this is a Contested Turn, players alternate placing all of their SOF Markers and then resolving them. If this is an Initiative Turn, the non-Initiative player takes his SOF phase (the Initiative player has already gone).

Advanced Strike Table

1. The use of Stand-off weapons is always voluntary.

Ground Combat CRT

1. "+1: for Multi-Corps attacks by DPRK, ROK, and PRC units": this DRM is +1 **per** additional Formation (i.e., Corps) involved.

Collapse! Scenario Errata

- Allied Reinforcement Schedule #3 – Uijeong should be Uijeongbu (3118)
- Allied Reinforcement Schedule - Add 8: ROK "HR" and "M" units with placement hexes on the south map are delayed a turn. Place them, after the delay, on any hex on the south edge map containing either Urban terrain or a road (of any type) leading off the map.

2nd Edition Errata

Counters

- The PRC Artillery unit labeled "73" should be "78" (a replacement counter was printed in NWV)
- The Allied Air Transport Limit is 5 (per GSR 5.2) not 3 as indicated on the counter.
- The PRC 78GA Bridge has an incorrect background color.
- The JPN AH-64 is missing its reduced side (there is a correct counter printed in NWIP)

Game Specific Rules

- General – Many scenarios state the PRC has 2 CV BGs; there is only 1 CV BG. Ignore any reference to a second one.
- General – Where not specified, Scenario length is 16 turns.
- 2.2 – The +1 MP cost is only for entering enemy DMZ hexes.
- Add the following rules:
 - 3.9 "Marine" Units [8.5.8] All USMC and any Marine, Naval Infantry, or Amphibious units (see the Unit Type Identification Chart) are considered Marines and may conduct Amphibious Assaults and/or Sea Landings.
 - 3.9.1 Amphibious Mechanized units: These units (units without an "anchor" symbol with mechanized movement) may only embark on an AMPH in a Port.
- 7.0 – PRC Reinforcements – When arriving, PRC Reinforcements can only be placed, where applicable, in the Yellow Sea At Sea Box and/or Ports associated with the Yellow Sea At Sea Box. Leg units may still arrive in any valid Airbase.
- Add 15.18 PRC Stealth Air Units [Advanced; +10 VP Allied] The PRC stealth platforms have a projected in-service date of around 2020. The PRC player may choose this option to include all J-31 air units at setup.
- 16.1.2 – GT 1 Reinforcements – "Basic Reaction Movement Segment" should be "Basic Second Movement Segment"
- 16.1.3 – SSR #9 should reference the 23/VII Inf Div rather than V Corps.
- 16.1.6
 - Ignore the reference to "Arty" in the introduction. Artillery units *are* used in the Standard Game.
 - The Submarine Threat Level is 2, and the ASW Level is 1.
 - Ignore the reference to 3-R in the Allied Setup. 3-R became another US SOF marker in 2nd edition. LAR is 3-LAR.
- 16.2.6 – In the Allied Scenario Specifications, it should list 1 US SOF marker (not 4).
- 16.2.3.2 – This should've been its own rule rather than embedded in the Wider War rules. Consider 16.2.3.2 to come right before 16.2.3. This boils down to, if you fail the R roll, reinforcements are delayed unless Wider War is in effect, in which case they are diverted to Taiwan (per 16.2.3).
- In all Advanced Game scenarios with PRC intervention, include all J-20s.
- 16.2.5, 16.2.6, 16.2.6 – In the Non-Allied Scenario Specifications "all non-Reserve DPRK" refers to units whose setup hexes are not in italics, i.e., "all non-reinforcement DPRK"
- 16.2.6 and 16.2.7 (Tactical Surprise and Extended Buildup) – ignore the reference to 1xF-22A setting up in the Japan Basing Box. It enters as a reinforcement on line C.

Player Aid Charts

General

- The Naval ADF chart was inadvertently left off the map. Use the one in *Next War: Poland* or here:

Naval Unit ADF Values	
Unit Type	Values
US CVN BG	Detection: 8; SAM: 8; AAA: 3
AMPH or US/RU SAG	Detection: 7; SAM: 6; AAA: 2
Other CV/SAG	Detection: 6; SAM: 6; AAA: 2

Standard Game Tables

- Standard Game Air Points – the results for a roll of "7" on GT1 should read 6 | 0.

- Standard Game Air Defense Fire – under “Firing Side Has...Advantage” the result for 5-6 should be “-”.
- Ground Unit Bridge Destruction/Repair – This table was left out. Refer to the rules for values or see the table on the Standard Play Aid included in *Next War: India-Pakistan*.

Master Allied Reinforcement Chart

- L – should include Japanese *HQ/West*, *4/West* under Standard Game.

Air Superiority Display

- USA/Guam – add “L Range: may only fly Air Superiority”

Victory Point Table on South Map

- Add CW/France to “Per ROK/PRC/RU Air Unit Eliminated (Advanced Game)” line.
- Change Send non-CVN BG Naval Unit to Turn Track to non-CVN BG Naval Unit Eliminated.
- Change Send CVN BG to Turn Track to CVN BG Eliminated.

2nd Edition Clarifications

- Players should note that all rivers in Korea are Minor.
- There’s an extra USAF B-52 in the counter-mix. Burn it, throw it away, or use it. It’s your game. I don’t use it.
- The “white” lines on the map, e.g., N2519, are for use with the optional Air Cushion Vehicle rule (GSR15.1).
- Ignore the “–1 US F-15 with F-22 support” line on the Advanced Air Combat Chart.
- Despite the slight coloring in their NATO symbol, the DPRK artillery units may support any DPRK unit. Otherwise, they’d be pretty useless.
- The Terrain Effects Charts uses slightly different images for some of the terrain. Most noticeably this is the textured look for Rough and Mountain. Terrain gets darker as it gets “higher”. So N3604 is Flat Woods, N3603 is Rough, N3503 is Highland, and N3404 is Mountain.
- Various scenarios – When the PRC intervenes at Level 0, that does not affect SOF reinforcements. They are markers, not units.
- DPRK Artillery Formation HQs – These HQs cannot conduct Strikes, Combat Support (they have no range), or Bridging (no HQ Bridge marker), but otherwise function as HQs Supply and Air Defense purposes.
- The 1st Ed had different Sea Control rules. Over the years, these have changed significantly. Use the Sea Control rules outlined in the latest Series Rules (7.2).

NEXT WAR SUPPLEMENT #2

ERRATA & CLARIFICATIONS

Next War Series: Insurgency Rules

- 2.1 erroneously states that Insurgents can be flipped to their FOW sides in the Reinforcement and Replacement Phase. Per the SOP, this occurs in Step 4 of the Reorganization Phase.

Next War Series Additions Rules

- 1.2 – Append to the end of the first sentence: “is operational, i.e., Strike 1 or no damage.”
- 2.1 – I should have been forceful in my language. Do not use the rules in Supplement #1 for SAM batteries. The rules in Supplement #2 expand and replace them.
- 2.1.3 – Treat SAM Batteries as HQs for SOF Recon
- 2.1.4 – SAM Batteries at an Installation which is Destroyed remain in place.
- 2.1.5 – Apply a +1 DRM to all Detection and SAM rolls against a Cruise Missile.

Next War Series Additional Counters

- First, the Supplement #1 SAM counters are now obsolete. They can still be used, but you will need to ignore some of the printed values. Second, I neglected to tell you how to read the SAM and THAAD counters. For SAM Batteries, the two values, i.e., “8-8” are Detection and SAM Value respectively. The number in the hex, i.e., “10”, is the range at which you can use those values. The THAAD Battery is similar except it lacks a range value. Its range is set by rule.

NEXT WAR SUPPLEMENT #3

ERRATA & CLARIFICATIONS

Rules

- Table of Contents, 8.0 – “Warefare” should, obviously, be “Warfare”

NEXT WAR: KOREA & TAIWAN Combined Games

The rules for playing a combined game of *Next War: Korea* and *Next War: Taiwan* appeared in the Game Specific Rules for NWT (20.0). This section will contain any errata or clarifications for those rules.

ERRATA

20.8 Initiative – (New rule) – Since both theaters are essentially being played as separate games, differing Initiative will not usually matter, and, on the ground, the local initiative should be paramount anyway. The exception is in the Naval sub-game. In this instance, for Naval Units, the initiative is determined by the NWT theater initiative. In other words, regardless of where they are on the maps, those units conduct their activities according to the initiative results based on NWT. *Example: In the Korean Theater, the DPRK/PRC earns Initiative, but in the Taiwan Theater, the Allies snatch the Initiative from the PRC. The Taiwan Theater is treated normally, but all Allied Naval units behave as if they were initiative units regardless of which theater they are in.*

OPTIONAL RULES

OR 1.0 Trading Space for Time

[Standard/Advanced]

Design Note: This rule has ramifications on scoring VP in many games, as most are calibrated with the idea that eliminating enemy units will provide VP. You may just have to determine who won via an alternate method.

Both players may agree to use the following alternate combat results rules. These modify 9.7.1 in the Series Rules.

When conducting combat on the Operational Map, rather than taking step losses, a defending stack may always choose to retreat one additional hex instead of taking a step loss. **Exception:** The defender must take at least one step loss from the lead unit if the final odds column was 11, 12, or 13.

For each such step loss taken as a retreat hex, the defending units must retreat one additional hex. If a defender chooses to exchange any step losses in this manner, all defending units must retreat regardless of terrain and may not attempt to ignore the retreat result [9.8.4].

If a defender chooses to convert step losses into retreat hexes, the attacker reduces his losses in the combat by one (to a minimum of zero). This is in lieu of the Excess Combat Losses [9.7.1.1] reduction.

A defender cannot choose to Voluntarily Ignore a Retreat [9.8.4] when Trading Space for Time.

Example: A defending stack takes a “-/2” result in Mountain on the 10 column (6:1). Even though no “R” result was obtained, the defender decides to take both step losses as additional retreat hexes. Normally a defender in mountain terrain would have the option of trying to ignore a retreat [9.8.4], but, in choosing to exchange step losses for retreat hexes, that option is not available. As no “R” result was obtained, the defending units must each retreat two hexes for the converted step losses.

Example: A defending stack takes a “-/2R” result in Mountain on the 10 column (6:1). The defender decides to take one step loss as an additional retreat hex. Normally a defender in mountain terrain would have the option of trying to ignore the retreat [9.8.4], but, in choosing to exchange step losses for retreat hexes, that option is not available. In Mountain a defender is normally required to retreat one hex, so in this case the defending units, after taking one step loss, must each retreat two hexes instead: one for the retreat result and an additional one for the converted step loss. The defender could also choose to take no step losses and retreat three total hexes.

Example: A defending stack takes a “-/3R” result in Flat on the 12 column (5:1). After taking the first step loss from the lead unit (required because the column was 11, 12, or 13), the defender decides to take the remaining step losses as additional retreat hexes. In Flat a defender is normally required to retreat two hexes, so in this case the defending units must each retreat four hexes instead: two for the R result and two for the converted step losses.

OR 2.0 Air Sortie Reduction for Surprise (Next War: Poland)

[Advanced]

In other games in the series, the level of surprise affected sortie rates, i.e., available air units. To recreate for this game, I suggest the following for non-US bombers (B-1, B-2, B-52):

Strategic Surprise - Baltic Air Policing, half of US & Polish (round up) in Ready; all others in Flown

Tactical Surprise - Baltic Air Policing and Polish in Ready, & half of all others in Ready (round up); others in Flown

Extended Buildup – All in Ready.

CHANGE LOG:

- NWIP Counter Errata – 31 Dec 2015
- NWIP Errata for Standard Game Tables – 31 Dec 2015
- Series Errata for 21.1 - 2 Feb 2016
- Series Errata for 20.2.3 - 15 Mar 2016
- NWT Errata for GSR Optional 17.18 - 15 Mar 2016
- NWIP Errata for GSR 14.2.2 - 16 Mar 2016
- Series Errata for Advanced Game Tables – 21 Mar 2016
- Series Errata for 19.5 – 3 Apr 2016
- NWT Clarification for Holding Box movement – 18 Apr 2016
- Series Errata for Air Defense Resolution Chart (back of NWIP GSR) – 5 July 2016
- Removed Change Log items prior to NWIP release
- Added Clarification for SOF Raids in a Holding Box for NWT – 15 Sep 2016
- Expanded Clarification for Holding Boxes and Sea Transport for NWT – 21 Sep 2016
- Clarified Airborne Movement from Holding Boxes for NWT – 22 Sep 2016
- Clarified USN CVN & Carrier Air Wing arrival for all games – 1 Jan 2017
- Clarified Airmobile Movement from AMPHs in Sea Zones/Inshore Boxes – 27 Feb 2017
- Collapse! Scenario errata – 17 Apr 2017
- NWT - Errata for 10.4.2 – 8 June 2017
- NWP - Clarified counter replacements – 19 Oct 2017
- NWP – Clarified Pre-Positioned Equipment GSR 16.12 – 19 Oct 2017
- NWP - Errata for counters – 19 Oct 2017
- Advanced SOP Errata – 21 Oct 2017
- NWP – Multiple Clarifications – Nov 2017
- NWT – Clarified ZOCs in Land Areas – 28 Nov 2017
- Series 8.4.1.3 – Clarified leaving Clearing Marker MA – 28 Nov 2017
- NWP – Clarified Polish Airmobile Movement Reinforcements – 6 Dec 2017
- NWP – Updated Russian setup for Baltic Invasion scenario – 18 Dec 2017
- NWP – Updated Air unit Order of Battle for Spain and Russia – 20 Dec 2017
- NWP – Clarified NWP Contents in GSR 1.1 – 28 Dec 2017
- NWP – GSR Errata for 13.7 and 17.1.5 – 29 Dec 2017
- Series 8.5.8 – Clarified Amphibious Assaults into Land Areas – 31 Dec 2017
- NWT 18.2.4 – Updated Reinforcements and Scenario length – 31 Dec 2017
- NWT 18.3.6 – Updated Allied Reinforcements – 31 Dec 2017
- NWP 17.1.3 – Fixed Air Point allocations – 7 Jan 2018
- NWP – Updated USN and USMC Reinforcements for Standard Campaign and Advanced Scenarios – 9 Jan 2018
- NWP 13.7.1 – S-400 coverage expanded; Sea Control DRMs on S&A Game Tables amended to ignore Poland – 11 Jan 2018
- Series 6.5.5 – Clarified that USMC Attack Helicopters can provide Combat Support into Land Areas – 15 Jan 2018
- NWP 5.6.4.1 – Clarified Mine Clearing – 16 Jan 2018
- NWT 13.2.2 – Additional clarification to the errata for Malaysian air units restricting them to the Spratly Islands.
- NWP – Clarified Kaliningrad and Poland Op Map Ports vs. Strategic Display Ports – 31 Jan 2018
- NWP – Clarified Russian CMD units for Strategic Surprise – 9 Feb 2018
- Series 17.1.2 – Clarified Naval Detection DRMs, Inshore Boxes, and All-Sea hexes – 13 Feb 2018
- Series – Clarified Air to Air combat rounds – 15 Feb 2018
- NWP – Clarified Baltic Reinforcement draws – 16 Feb 2018
- Series 11.1 – Fixed Step Recovery for surrounded units – 17 Feb 2018
- NWP 14.4 Nuclear Weapons vs. Naval Units – Updated and clarified – 19 Feb 2018
- NWT 2.6 Port Restrictions – Both the PRC and Allies may use the Northern Port of Keelung – 25 Feb 2018
- NWP – Clarified Attack Helicopter Rebased from Lithuanian Land Areas – 15 May 2018
- NWP – Clarified 6.2 Airmobile Movement and Poland – 9 Jul 2018
- NWP 17.2.3.3 – Added NATO Naval unit reinforcement arrival – 31 Jan 2019
- NWP Strategic Display – Errata for the Exception below the Air Defense Track – 27 Feb 2019
- NWP NATO Air Unit Surprise – Errata for surprise affecting available air units in Advance Game scenarios – 19 Mar 2019

- NWP 16.8 – Added Sudova to the list of Coup de Main Land Areas – 19 Aug 2019
- Moved the Change Log to the back (to aid in printing) – 25 Dec 2019
- NWK2E – Added counter errata for PRC – 25 Dec 2019
- NWK2E – Added Submarine Threat and ASW Level for “All In” – 25 Dec 2019
- NWK2E – Clarified Air Transport Limit for Allies – 25 Dec 2019
- NWSS2 – Fixed 1.2 in the NWS Additions – 26 Dec 2019
- NWSS2 – Clarified inconsistency between 2.1 and SOP – 2 Jan 2020
- NWSS2 – Clarified that SAM Batteries are treated as HQs for SOF Recon – 27 Jan 2020
- NWSS2 – Clarified how to read SAM and THAAD Batteries – 28 Jan 2020
- NWIP – Ignore GSR 3.6 bullet #1 – 12 Feb 2020
- NWK2E – GSR 16.1.6 Artillery units are used in the Standard Game – 16 Feb 2020
- NWK2E – Standard Game Air Points – 20 Feb 2020
- NWK2E – 16.2.6 Incorrect US SOF Marker allocation – 24 Feb 2020
- NWK2E – add 15.18 PRC Optional air units – 10 Mar 2020
- NWK/NWK2E – 2.2 – Fixed DMZ movement cost – 22 Mar 2020
- NWK2E – 16.1.4 – Fixed unit reference in SSR #9 – 2 Apr 2020
- NWSS2 – Added SAM Battery errata – 13 May 2020
- NWK2E – Fixed error in Standard Game Air Defense Fire chart – 17 May 2020
- NWP – Clarified that the 66/Friuli is a battalion-sized unit – 26 May 2020
- NWP – 16.8 – Clarified HQ placement. – 26 May 2020
- NWK2E – Counters – Clarified extra B-52 – 1 Jun 2020
- NWK2E – Map – Clarified “white” lines on map – 1 Jun 2020
- NWK1E/NWT – Clarified that players should always play with GSR15.2/GSR17.1 – 15 Jun 2020
- NWK2E – Clarified that DPRK artillery can, indeed, support other DPRK units – 15 Jun 2020
- NWIP – Counter errata for Pakistani JF-17. – 22 Jun 2020
- NWV – Clarified Highland terrain – 28 Jun 2020
- NWK2E – Added missing “Marine” rules for GSR – 8 Jul 2020
- NWP – 6.6 – Clarified Contested for Land Areas – 21 Jul 2020
- NWP – 6.2 – Fixed some language – 22 Jul 2020
- Series – 8.3.2 – Fixed exception to match road rules in 8.1.1.1 – 8 Aug 2020
- Series – Advanced Play Aid – Fixed OOS effects listing for HQ/Arty – 2 Nov 2020
- NWV – 17.1.4 – Corrected SRV Setup – 2 Nov 2020
- NWV – 6.1.4.1 – added missing Island Land Area stacking rule 6 Nov 2020
- Series – 8.3.2.4 – Updated language for Bridge Repair – 11 Nov 2020
- NWV -17.5/17.6 – added missing J-8s to setup instructions – 29 Nov 2020
- NWV – added missing Island Land Area combat/stacking/etc. rules – 22 Dec 2020
- NWV – 3.2.2.2 – added PSDF reconstitution cost – 27 Jan 2021
- NWV – 8.3 – clarified that the two sentences regarding USMC and marines should be bullet points – 3 Feb 2021
- NWV – 2.2 – added map edges in Laos as friendly to Thai.
- NWV – 6.2.5 – added missing “National” Holding Box Strike rules – 17 Feb 2021
- NWV – accounted for additional CW and US counters and the CW SAG – 31 Mar 2021
- NWK2E – updated the counter errata – 6 Apr 2021
- NWK2E – 16.1.2 – updated GT1 Reinforcement instructions – 9 Apr 2021
- Series – 17.1 – added clarification that Naval units in Port cannot be attacked with Cruise Missiles – 15 Apr 2021
- NWV – added Marine definition – 15 Apr 2021
- NWT – 6.5.1.3/6.5.3.2 – Clarified various aspects of how this works. Also the Airbases in PRC and Japan are not Hardened – 19 Apr 2021
- NWV – 17.4.5.1 – The PH starts with 1 x Airmobile Point if they enter the war.
- NWT – 18.1.3 – Added Ryukyu Islands to at start control.
- NWK2E – added missing references for Japan HQ/West and 4/West arrival – 7 Sep 2021
- NWK2E – added L range verbiage for Air Superiority Display; added VP for Eliminated CW/France Air Units – 8 Sep 2021
- NWK2E – added general note about game length – 14 Sep 2021
- NWK2E – Clarified 16.2.3.2. – 21 Sep 2021
- NWK2E – note to remove F-22A from Japan setup – 28 Oct 2021
- NWK2E – Clarified USMC setup in 16.1.6 – 6 Nov 2021
- NWK1E/NWK2E – GSR 7.0 – Limited PRC reinforcements to the Yellow Sea and associated Ports where applicable – 9 Jan 2022
- NWT – Clarified that the PRC Holding Box is Rough Woods for all purposes. – 14 Feb 2022

- Series rules – Clarified Naval Units in a Port that is entered in Advance After Combat – 26 Feb 2022
- NWK2E – Changed Victory Point Chart for Naval Units that are Eliminated – 26 Feb 2022
- NWK2E – Clarified Sea Control – 6 Mar 2022
- NWK2E – Added missing Naval ADF chart – 9 Apr 2022
- Series rules – Clarified 25.4 – 24 Apr 2022
- NWV – Clarified setup and reinforcement of Philippine, Malaysian, and Indonesian naval units and marines – 1 May 2022
- NWK2E – Clarified “non-Reserve DPRK” for setup in Advanced scenarios – 26 May 2022
- NWV – 31 MEU in setup, not 11 MEU. 31 MEU in setup, not 15 MEU. – 6 Jun 2022
- Series Rules – Added friendly Holding Box for reconstituted HQs – 28 June 2022
- NWV – incorrect reference in rule 8.1 – 11 July 2022
- NWSS3 – misspelled word in TOC – 2 Sep 2022